MINCHAE KIM

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RESEARCH INTERESTS

Human-Computer Interaction, Mixed Reality, Cross Reality

EDUCATION

Korea University   Mar. 2024 – Feb. 2026
- M.S. in Computer Science and Engineering
- Advisor: Prof. Gerard Jounghyun Kim

Sejong University   Mar. 2019 – Feb. 2024
- B.S. in Software
- *Cum Laude*

RESEARCH EXPERIENCE

Digital eXPerience Lab, Korea University   Mar. 2024 – Present
- *Graduate Research Assistant*
- Advisor: Prof. Gerard Jounghyun Kim
- Research on

Graphics Lab, Sejong University   Sep. 2023 – Jan. 2024
- *Undergraduate Research Assistant*
- Advisor: Prof. Oh-Young Song
- Research on

Mixed Reality & Interaction Lab, Sejong University   Feb. 2021 – Dec. 2022
- *Undergraduate Research Assistant*
- Advisor: Prof. Jong-Weon Lee
- Research on

PUBLICATIONS

Journals

1. Y.Yang, S.Kang, **M.Kim**, G.Kim, and H.Kim. BalanceVR: VR based Balance Training to Increase Tolerance to VR Sickness. *(Virtual Reality)*

TEACHING EXPERIENCE

Teaching Assistant
- Artificial Intelligence *(Korea University)*   Mar. 2025 – Jun. 2025
- Mathematics for Computer Science II *(Korea University)*   Sep. 2024 – Dec. 2024
- Application of Advanced Programming Language *(Sejong University)*   Mar. 2022 – Jun. 2022
- Basics of Software and Coding *(Sejong University)*   Sep. 2021 – Dec. 2021
- Basics of Software Coding Based on Computational Thinking *(Sejong University)* Mar. 2021 – Jun. 2021

Tutor
- Unity Programming *(Sejong University)*   Jul. 2022 – Jul. 2022

AWARDS & SCHOLARSHIPS

Second Place, Sejong University Creative Design Competition   Dec. 2023
- Developed a puzzle game featuring seamless transitions between 2D and 3D gameplay

Global Excellence Scholarship   Jan. 2023
- Awarded full-tuition scholarship for outstanding academic performance and leadership in international exchange programs

First Place, Sejong University Department of Software Academic Conference   Jun. 2022
- Developed a VR campus simulation to facilitate freshmen orientation

Grade Improvement Scholarship   May. 2021
- Awarded for demonstrating significant improvement in GPA

Language Excellence Scholarship   Apr. 2019
- Awarded for achieving a TOEIC score of 950+

SKILLS

Programming Languages: C#, C++, Python, Java, Swift

VR/AR Technologies: Unity, Meta XR SDK, SteamVR, XR Interaction Toolkit

Languages: Korean (Native), English (Fluent)